

Ambush!



Dread Warriors ambush the party!

1 to 2 Heroes = 1 Dread Warrior

2 to 4 Heroes = 2 Dread Warriors

5 Heroes = 3 Dread Warriors

Place the appropriate amount of Dread Warriors on the squares furthest from the Heroes. The Dread Warriors may attack immediately.

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Crypt Warden



The ground trembles as a horned figure rises among the tombstones. Hollow eyes burn as the undead minotaur lowers its head and charges.

Place a Minotaur on a space furthest from the Heroes. The Minotaur may then immediately start its turn.

Dread Fog



A thick black fog rolls across the land, swallowing the path in cold, choking mist.

Progress slows as the shadows close in. The Journey takes 1 additional day.

Dread Warrior Bounty



A Church-sealed notice warns of Dread Warriors in the Cursed Lands. A reward is offered for each one slain.

While you are traveling the Cursed Lands any Dread Warriors that are defeated reward 50 gold coins each.

Forgotten Crypt



A cracked stone crypt stands open in the cursed soil, its carvings worn by time. Cold air drifts from within.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey Deck.

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Necrotic Wind



A grave-cold wind cuts across the Cursed Lands, draining warmth and will alike.

All Heroes lose 1 Mind Point.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Restless Dead



The ground splits as skeletal soldiers rise, rusted armor hanging from their bones. They march again, as if the war never ended.

Place 2 Skeletons on the squares furthest from the Heroes. The Skeletons may attack immediately.

Shuffle this card back into the Journey Deck.

The Dead Rise



The cursed earth trembles beneath your feet. Cracked soil splits open as skeletal hands claw upward from shallow graves.

Each Hero rolls 1 combat die.

Skull = fight 1 Skeleton.

Resolve all fights.

The Weeping Dead



Pale maidens rise from the mist, their mournful cries turning to shrieks. In their endless grief, they lash out at the living.

Place 2 Specters on the squares furthest from the Heroes. The Specters may attack immediately.

Shuffle this card back into the Journey Deck.

Traveling Halberdier



While traveling the the Cursed Lands you encounter a traveling Halberdier. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.

Unholy Altar



An open dark tome lies upon a carved altar, surrounded by melted candles, scattered bones, a skull, and a faintly glowing orb.

Roll 1 combat die.

Any Shield - Regain 1 spent spell or restore 2 Body Points.

Skull - Lose 1 Body Point and 1 Mind Point.



Wandering Priest



A lone priest walks the Cursed Lands, offering blessing and comfort to the living.

Roll 1 combat die.

White Shield - Restore 2 Body Points.

Black Shield - Restore 1 Mind Point.

Skull - Recieve 1 Holy Water.

Wraith Queen



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
9	6	4	5	5

Summon Specters, Dreadlights
You come across the infamous Wraith Queen. Place the enemy on the square furthest from the Heroes. The Wraith Queen may then immediately start their turn.

Reward: 2 Relic Coins



The Journey



The Journey



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